

MATTHEW FRANKLIN

<http://www.independentcreator.com>

SUMMARY

Passionate about using technology to create new experiences. Works in multiple roles and across disciplines to turn the creative vision into a reality.

- A proven team lead, with a history of shipping unique, award-winning games including Psychonauts and Once Upon a Monster.
- An experienced Senior and Lead Programmer, who creates powerful and efficient systems in service of the final product.
- As a Gameplay Programmer and Designer, tackles challenges as high level as character design, or as low level as split-second input timing.
- Enjoys working closely with other teams to create a cohesive and powerful user experience.
- Cross-platform experience, including PC, console, and mobile. Proficient in languages including (but not limited to) C/C++, Lua, Java, Javascript, Python, PHP, and C#.

EXPERIENCE

Double Fine Productions

06 / 2010 - Present

Lead Gameplay Programmer / Lead Programmer / Designer / Project Lead

- Spacebase DF-9: Lead Programmer on a Dwarf Fortress-like sim with deep AI and systems simulation. Adapted techniques from multiple sim genres, and created new ones, to realize a systemic, ever-changing world filled with believable characters.
- Twice Upon a Monster: Project Lead. Led a team in creating a well-received vertical slice showcasing new gameplay, interfaces, characters, and technology for the sequel. (Project canceled due to soft market for Kinect titles.)
- Once Upon a Monster: Lead Programmer; Designer. Tackled the unique challenge of an all-ages, full-body, family-friendly game for the Microsoft Kinect, with the Sesame Street license. Created brand new interfaces, game designs, story arcs, and technology to realize a welcoming world full of friendly monsters. Won multiple "Best Family Game" awards.
- Brutal Legend: Gameplay Programmer. Returned from hiatus (my time at Ninja Crime and Animal Ocean Design) to help shepherd Brutal Legend out the door. Coded the climactic final fights; ambient environmental monsters; and more.
- Creepy Treat Combat: Designer. Created a small, pick-up-and-play Costume Quest 2 spinoff card game.

Ninja Crime

07 / 2006 - 06 / 2010

Partner / Co-Founder

Calculords: Lead Programmer for the iOS and Android (Unity3D) game Pocket Gamer called "the best game of 2014 so far."

Animal Ocean Design

07 / 2006 - 06 / 2010

Technical Director

All technical work for a two-person, full-service web design company, including hosting, shopping/e-commerce, search engine optimization, AJAX and PHP programming, internet marketing, and more.

Double Fine Productions

11 / 2002 - 07 / 2006

Lead Gameplay Programmer

- Psychonauts: Lead Gameplay Programmer. Led a team of 7 gameplay programmers through the highly iterative process of developing Psychonauts' many unique, one-of-a-kind puzzles, boss battles, and characters. Worked closely with all other disciplines to create a new kind of platform game. Psychonauts received many awards for best game of 2005.

Homestead Technologies

07 / 1999 - 11 / 2002

Technical Lead

- Developed a data-driven, XML/XSLT-based GUI application technology, and used it to create the Homestead SiteBuilder application.
- Worked with a contractor to internationalize and localize the previous web page development tool for Japan.
- Created server-side functionality for the SiteBuilder, using ISAPI/IIS.

EDUCATION

Stanford University

1995 - 1999

BS , Computer Science